

FIG. 2A	FIG. 2B	FIG. 2C
FIG. 2D	FIG. 2E	FIG. 2F
FIG. 2G		

FIG. 2

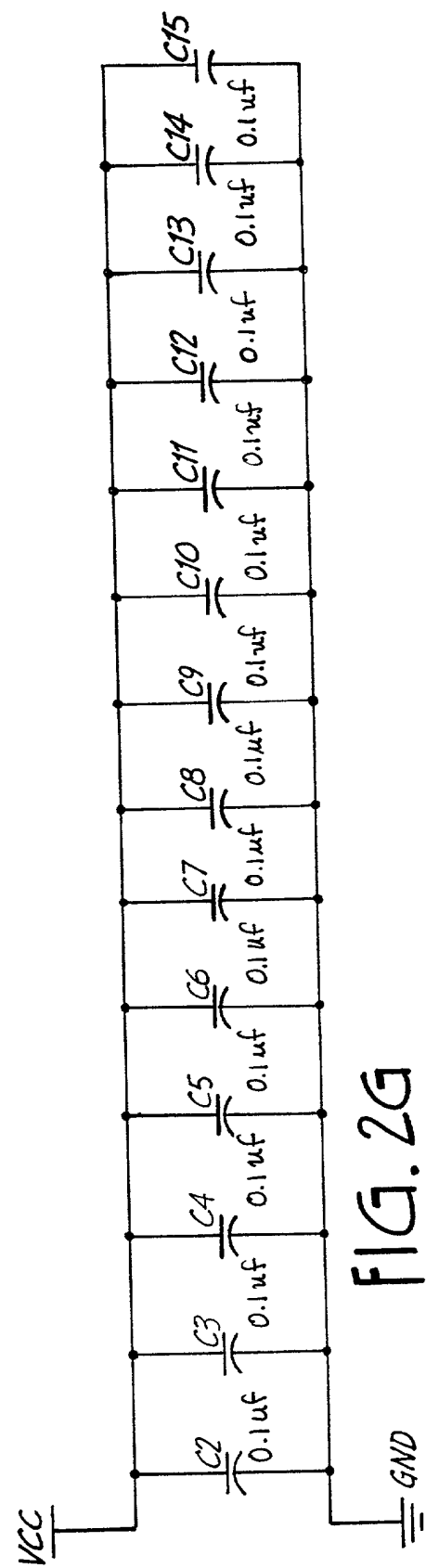
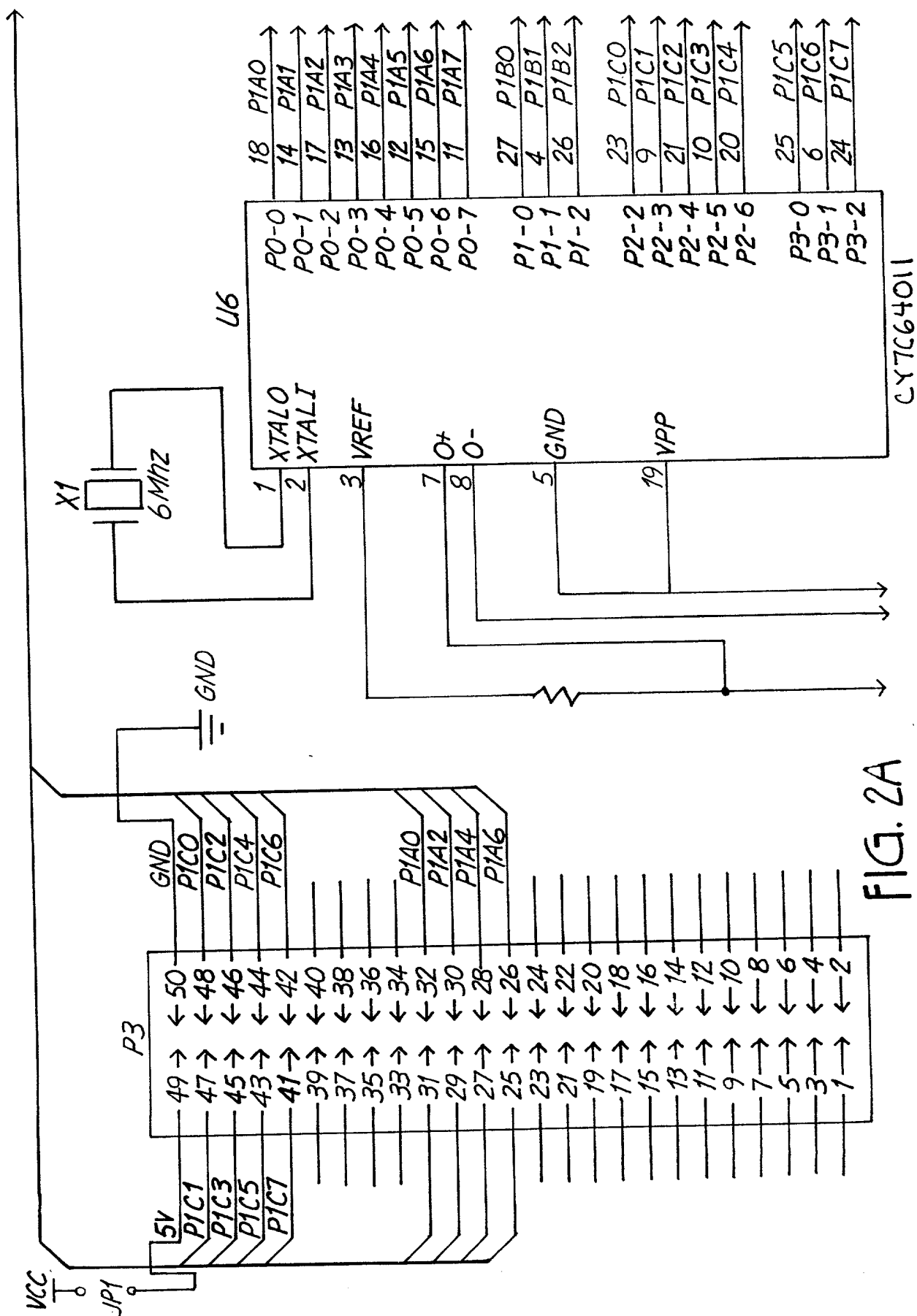


FIG. 2G



U1
U2
U3
U4

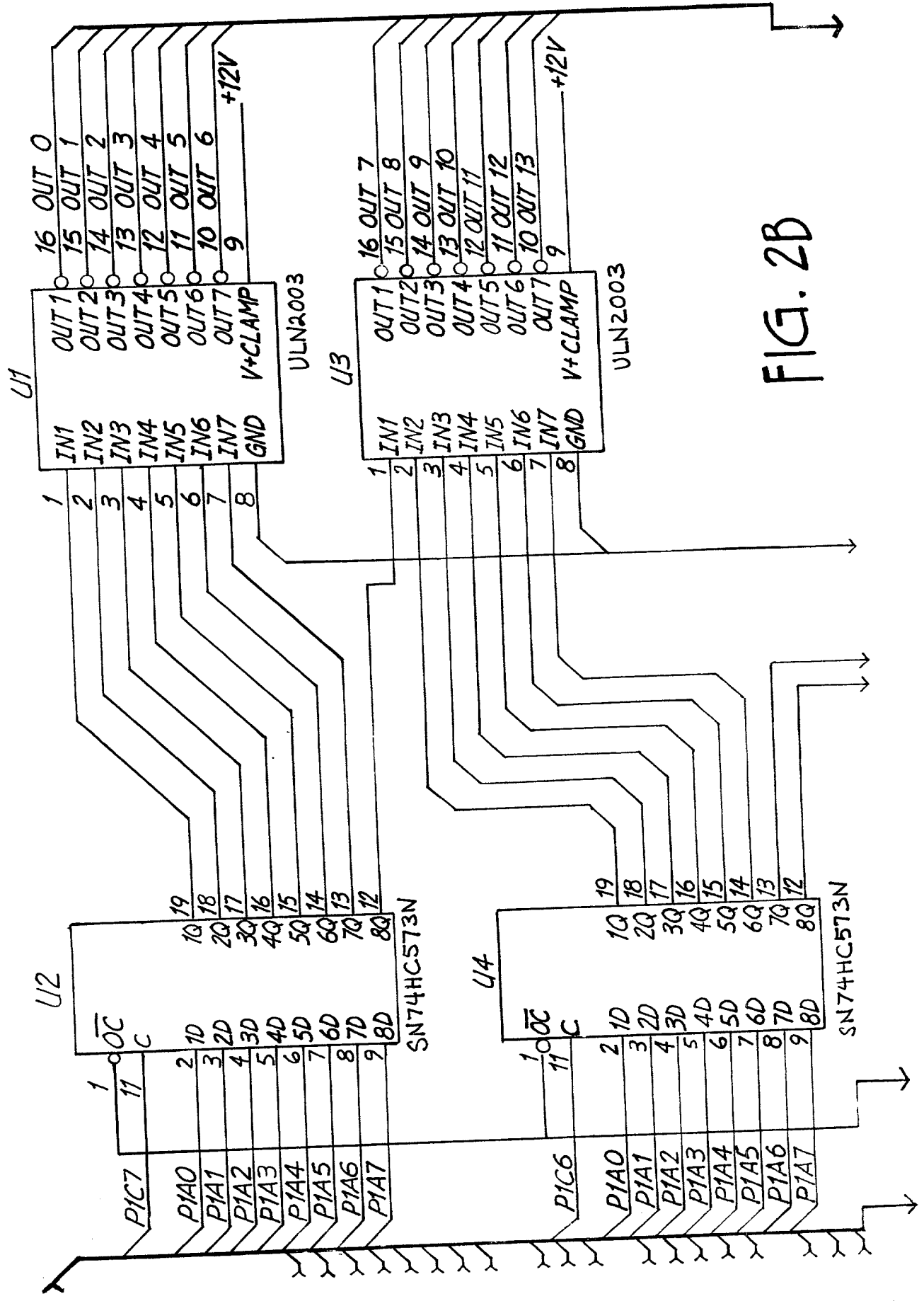


FIG. 2B

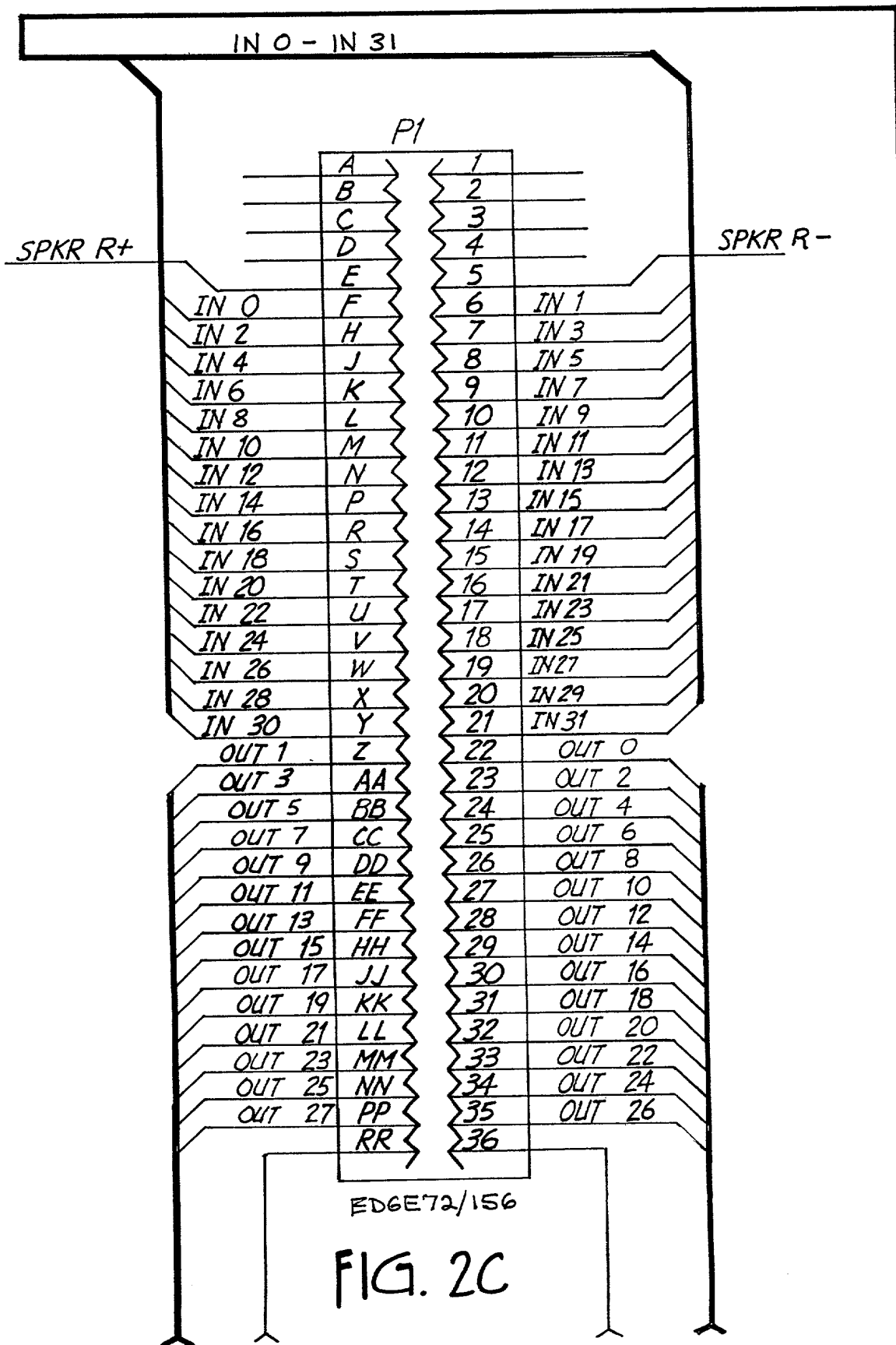


FIG. 2D

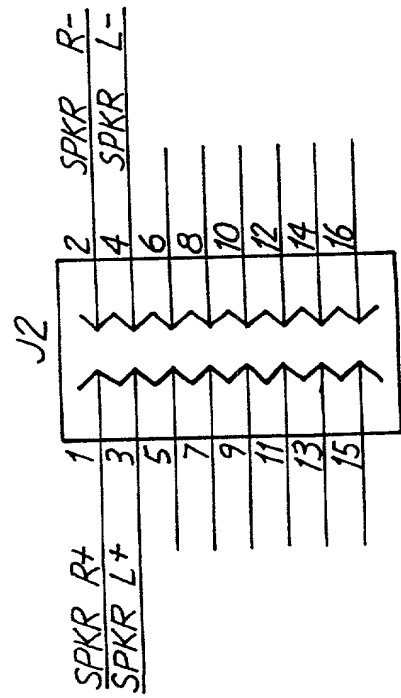
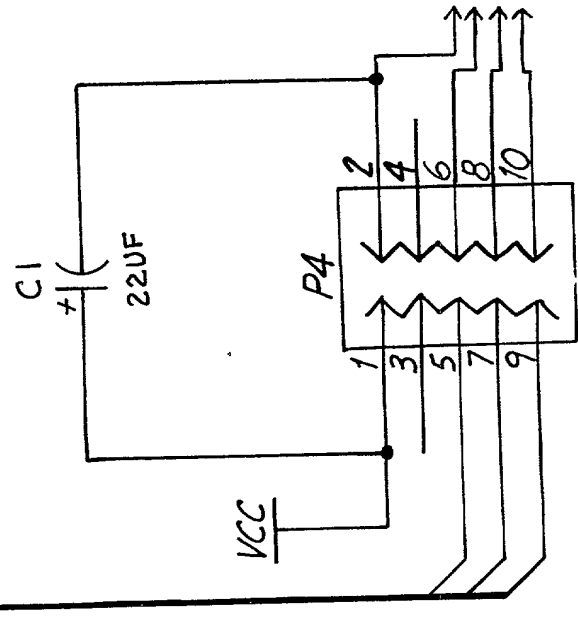
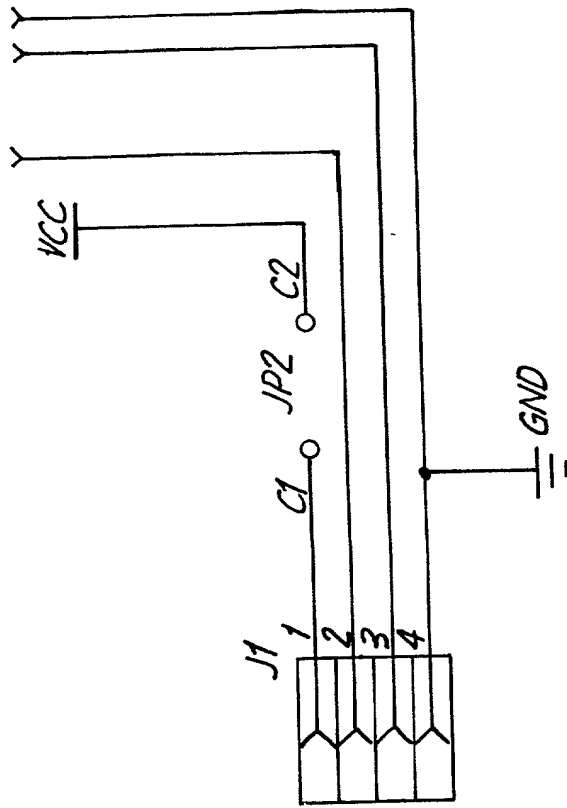
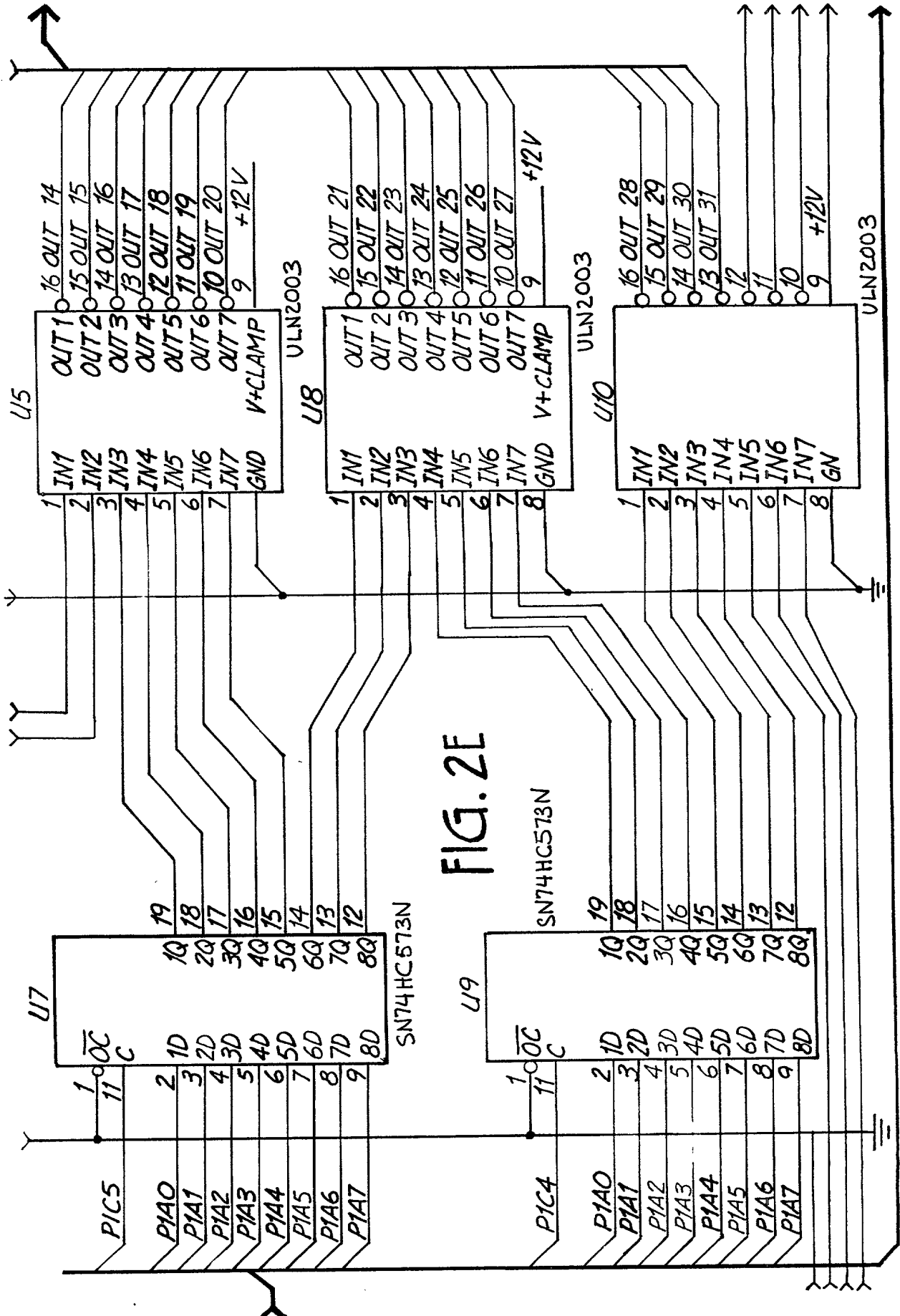


FIG. 2D

FIG. 2E



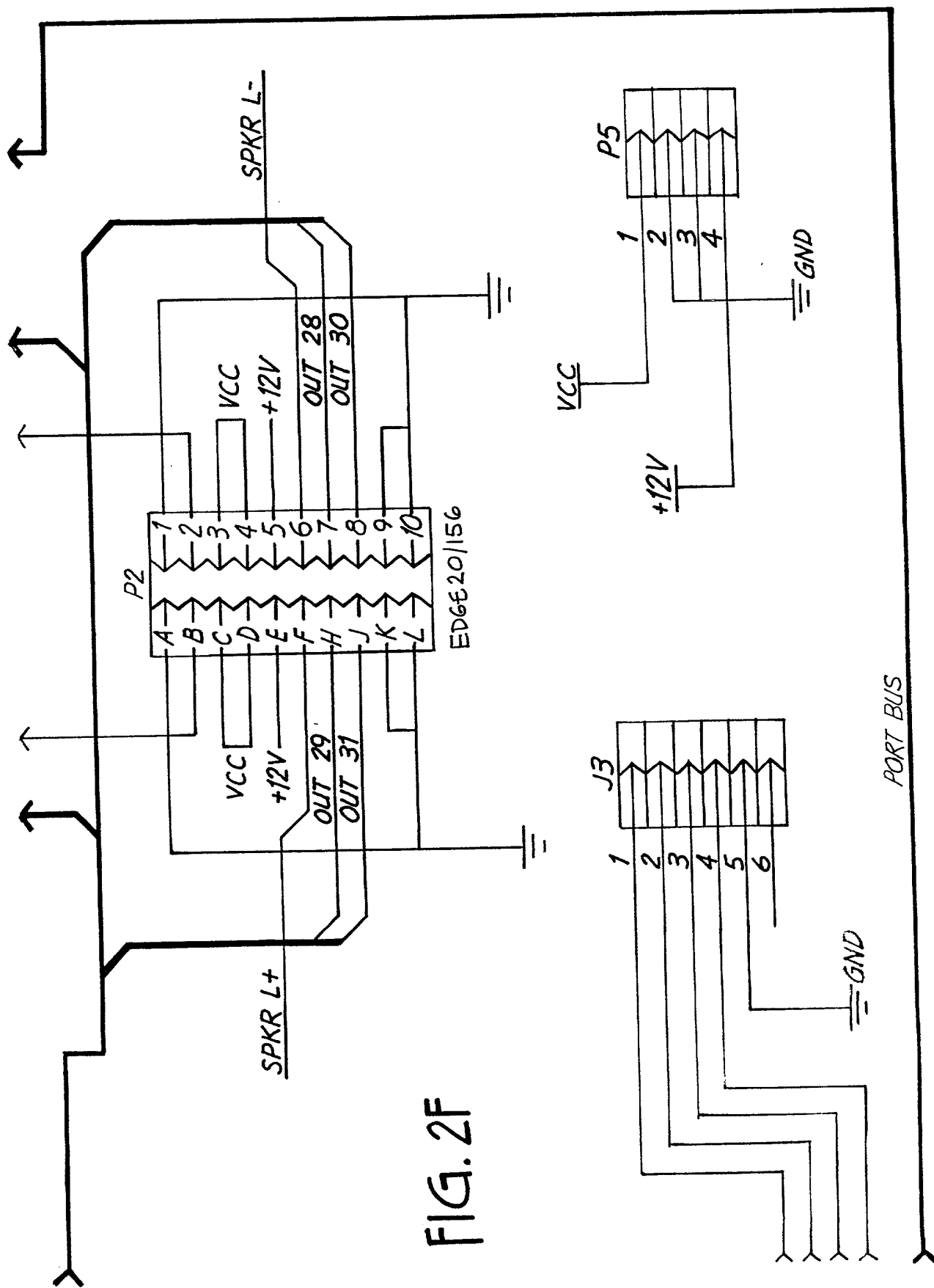


FIG. 3 is a block diagram of a system architecture. The system includes a Graphics module, a Sound Game module, and an Animation module. These modules are connected to a Shared Objects module. The Shared Objects module is connected to an Engine module. The Engine module includes ACCTS, STD EVENTS, FAULT EVENTS, and STATE MACHINE. The Engine module is connected to a Graphics module, an I/O module, a Timer module, a Sound module, and an NV RAM module. The Graphics module, I/O module, Timer module, Sound module, and NV RAM module are connected to an Event Loop module.

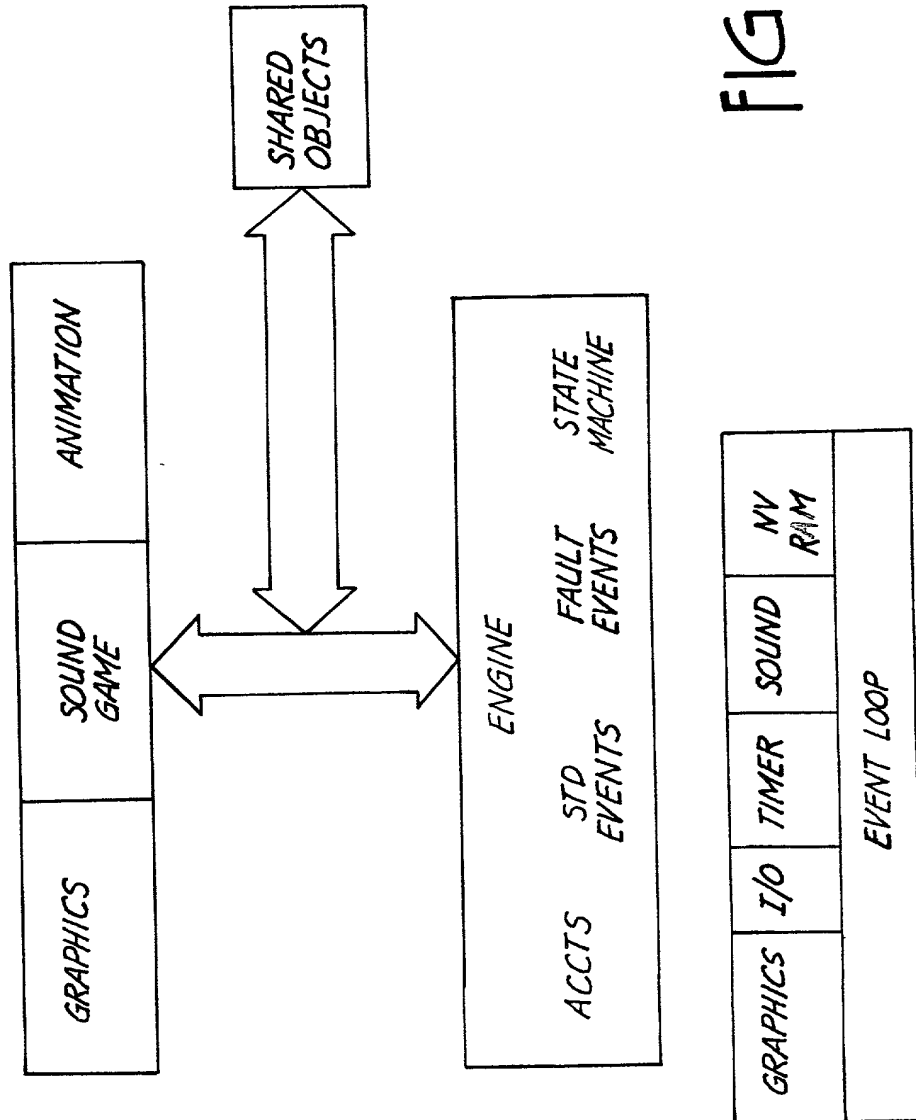


FIG. 3

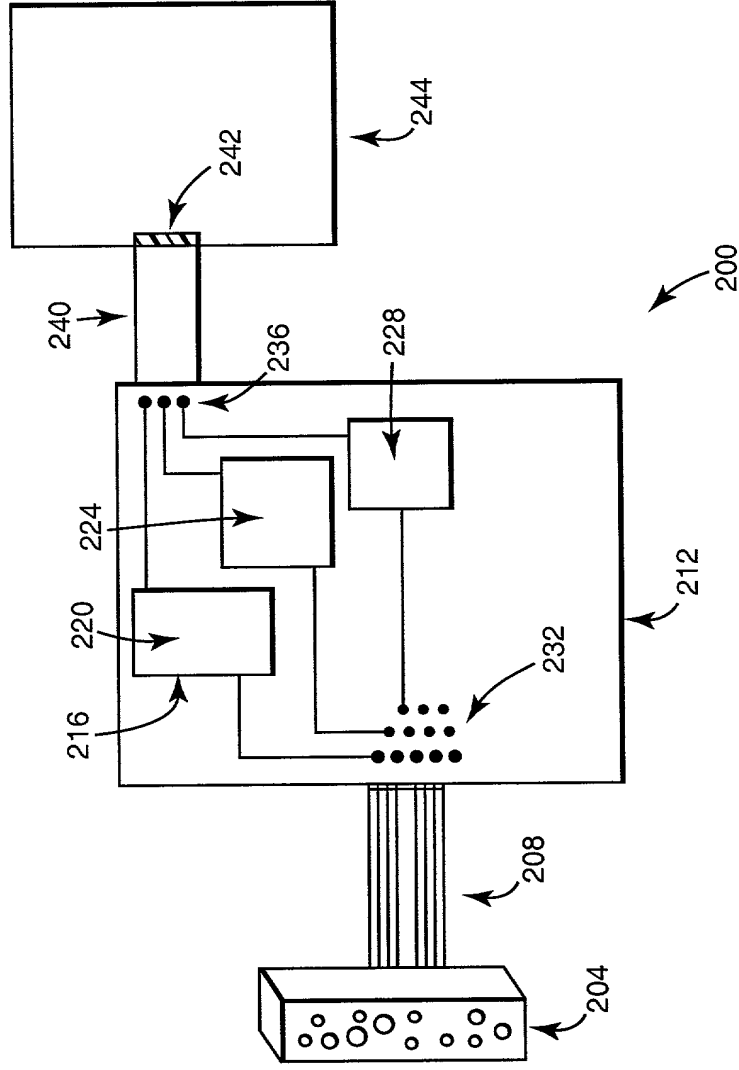


Fig. 4

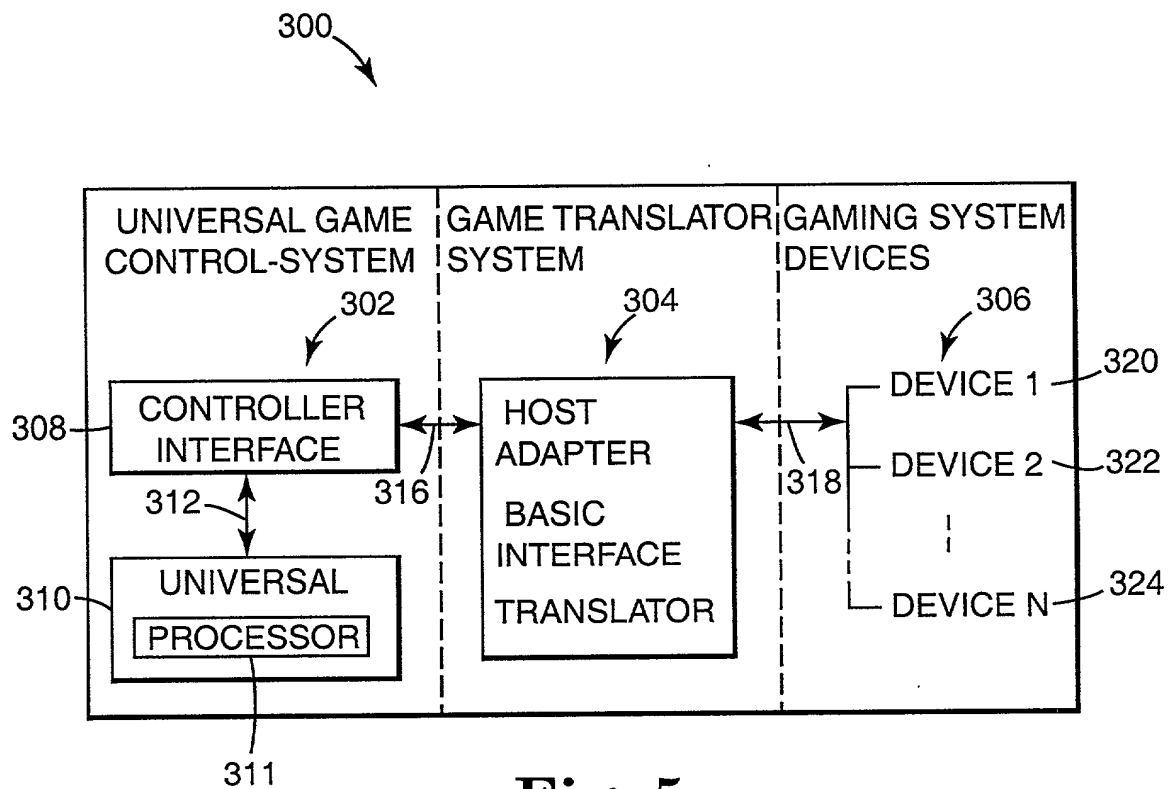


Fig. 5

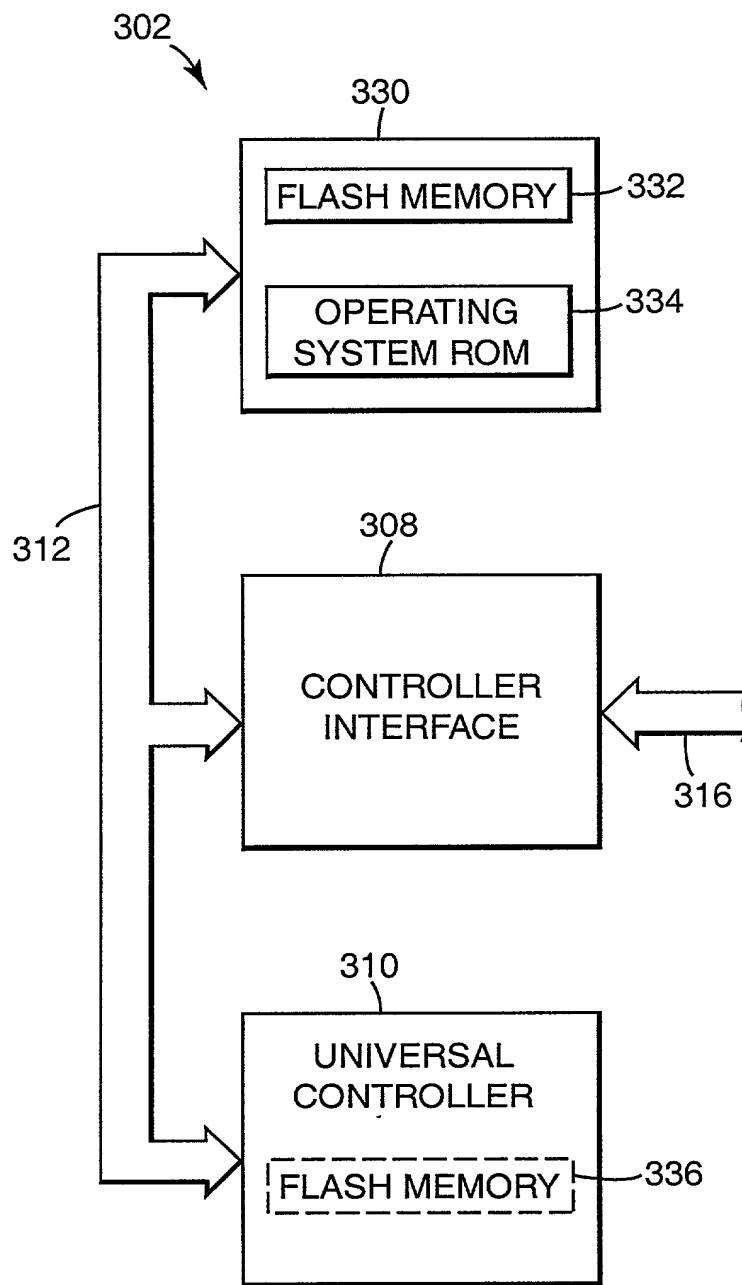


Fig. 6

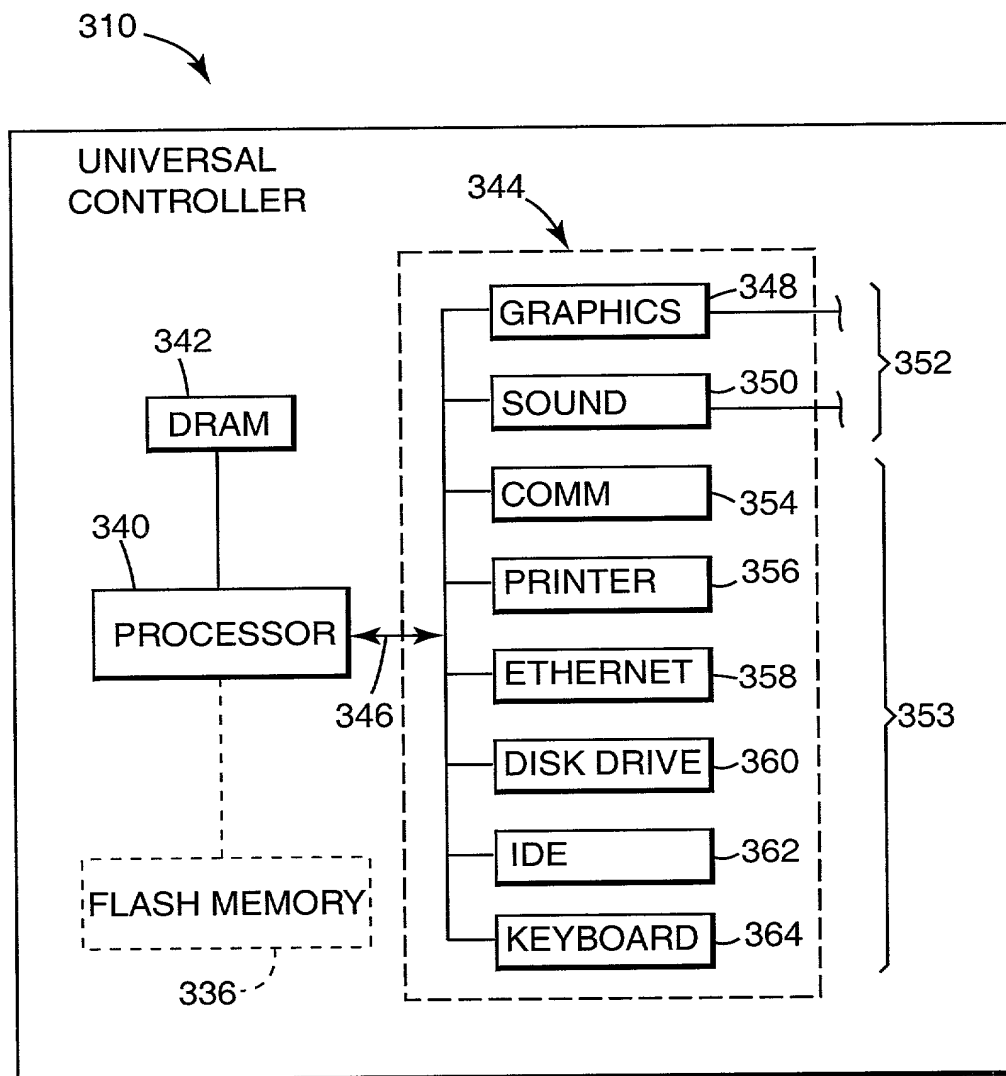


Fig. 7

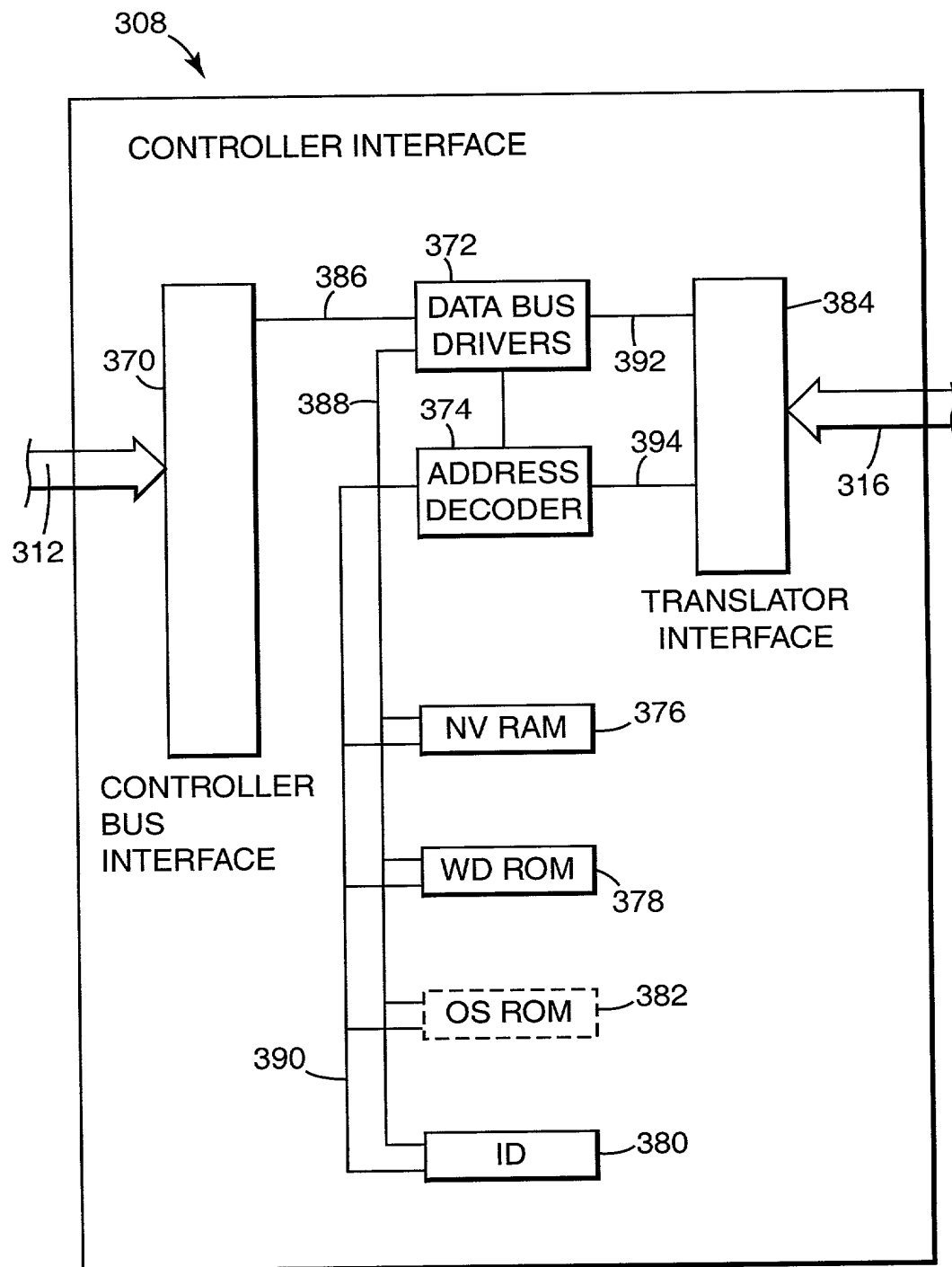


Fig. 8

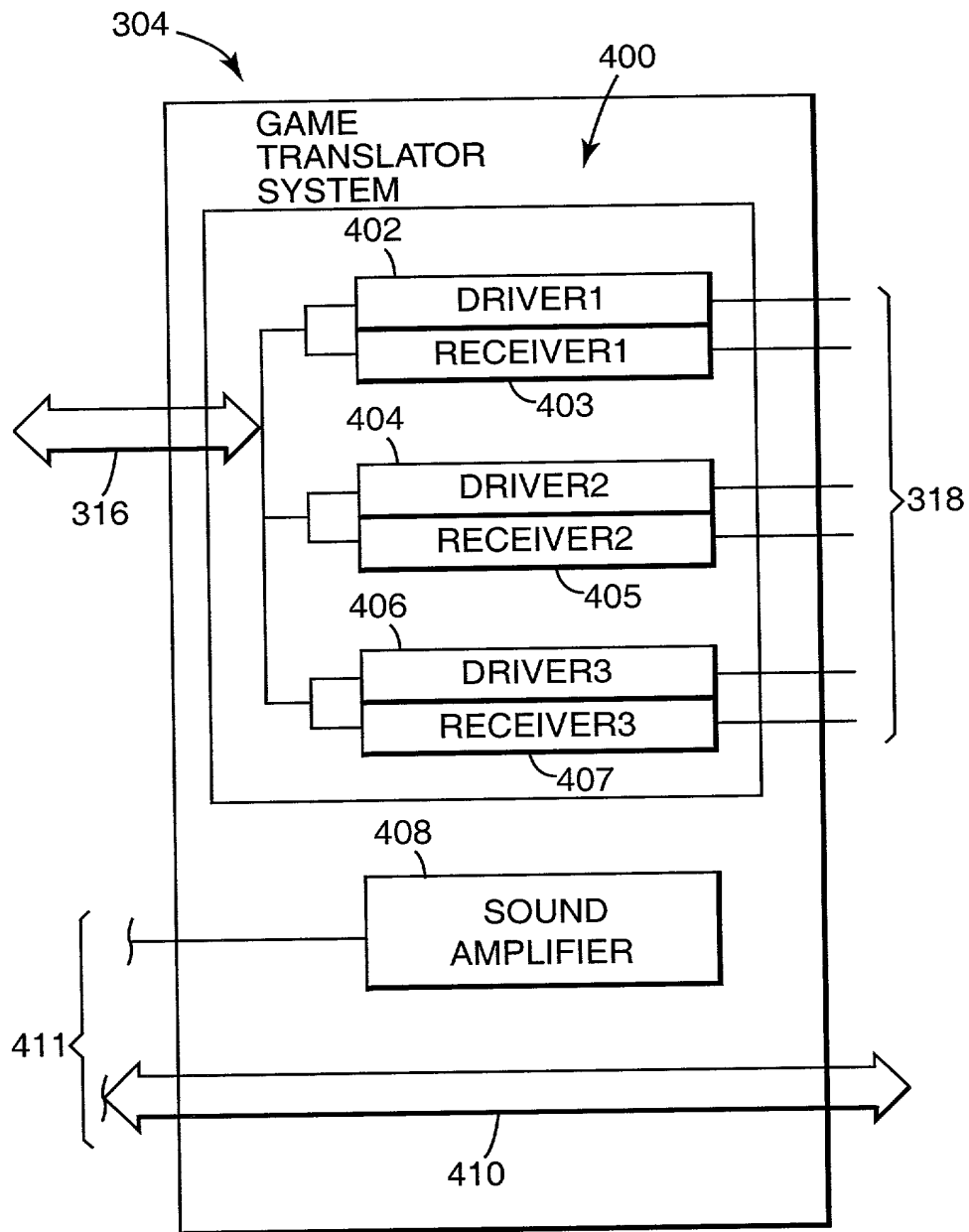


Fig. 9

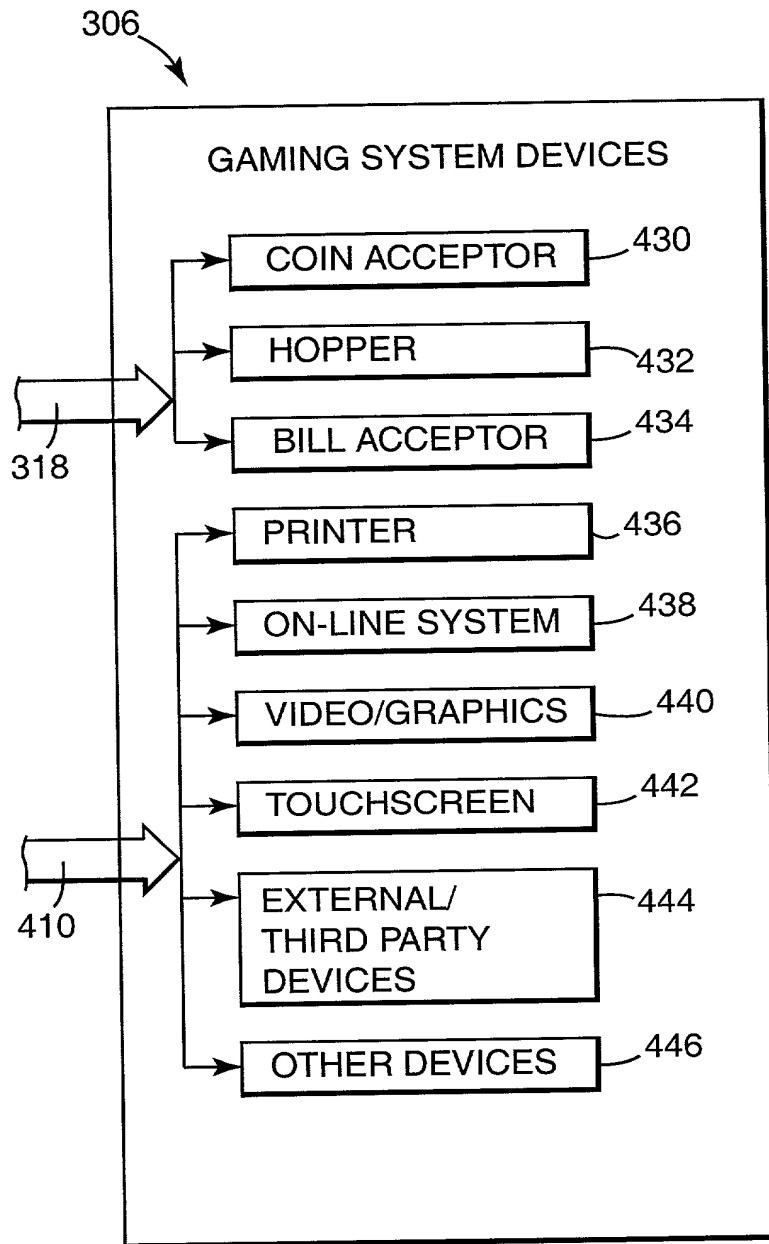


Fig. 10

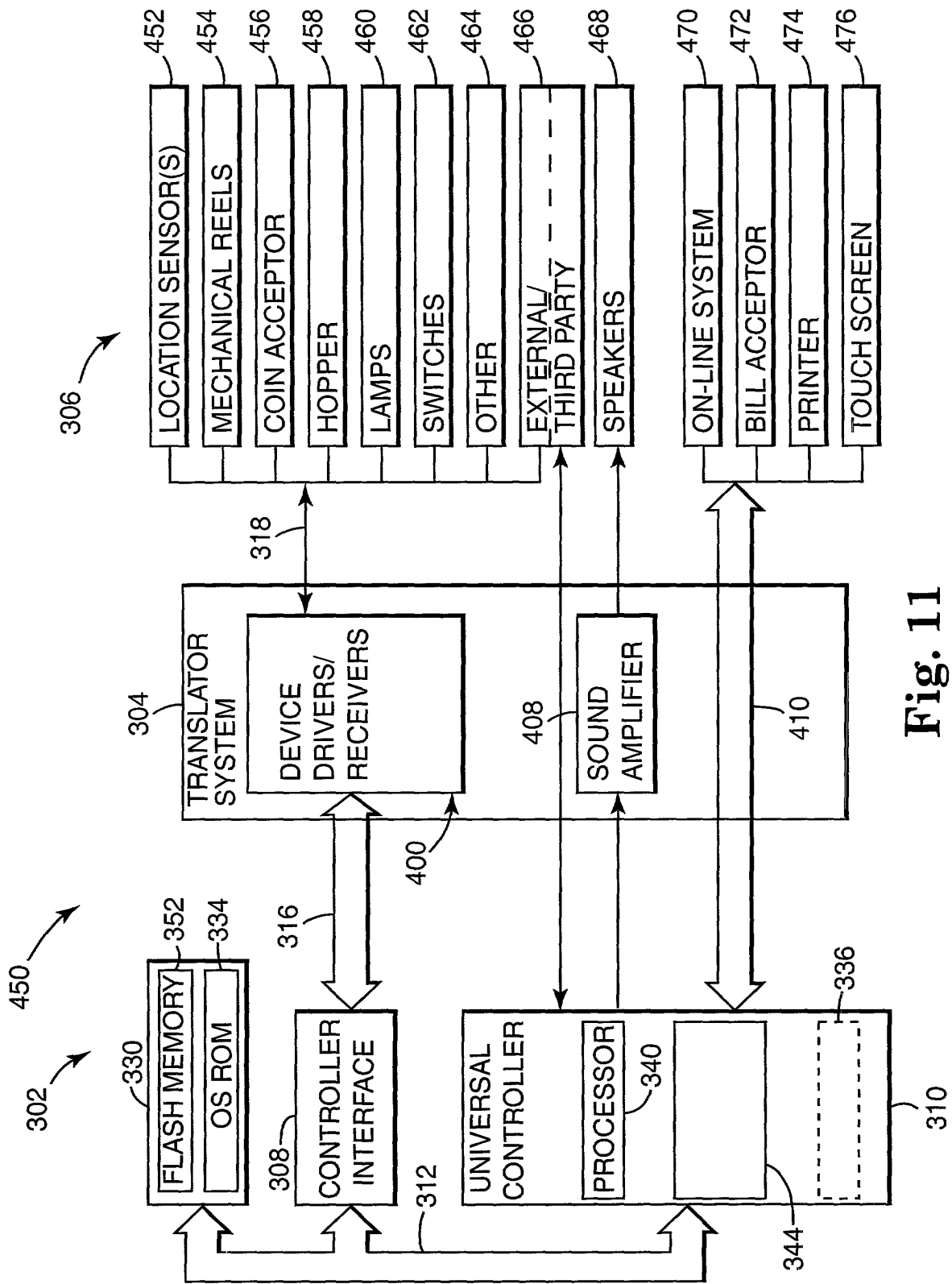


Fig. 11

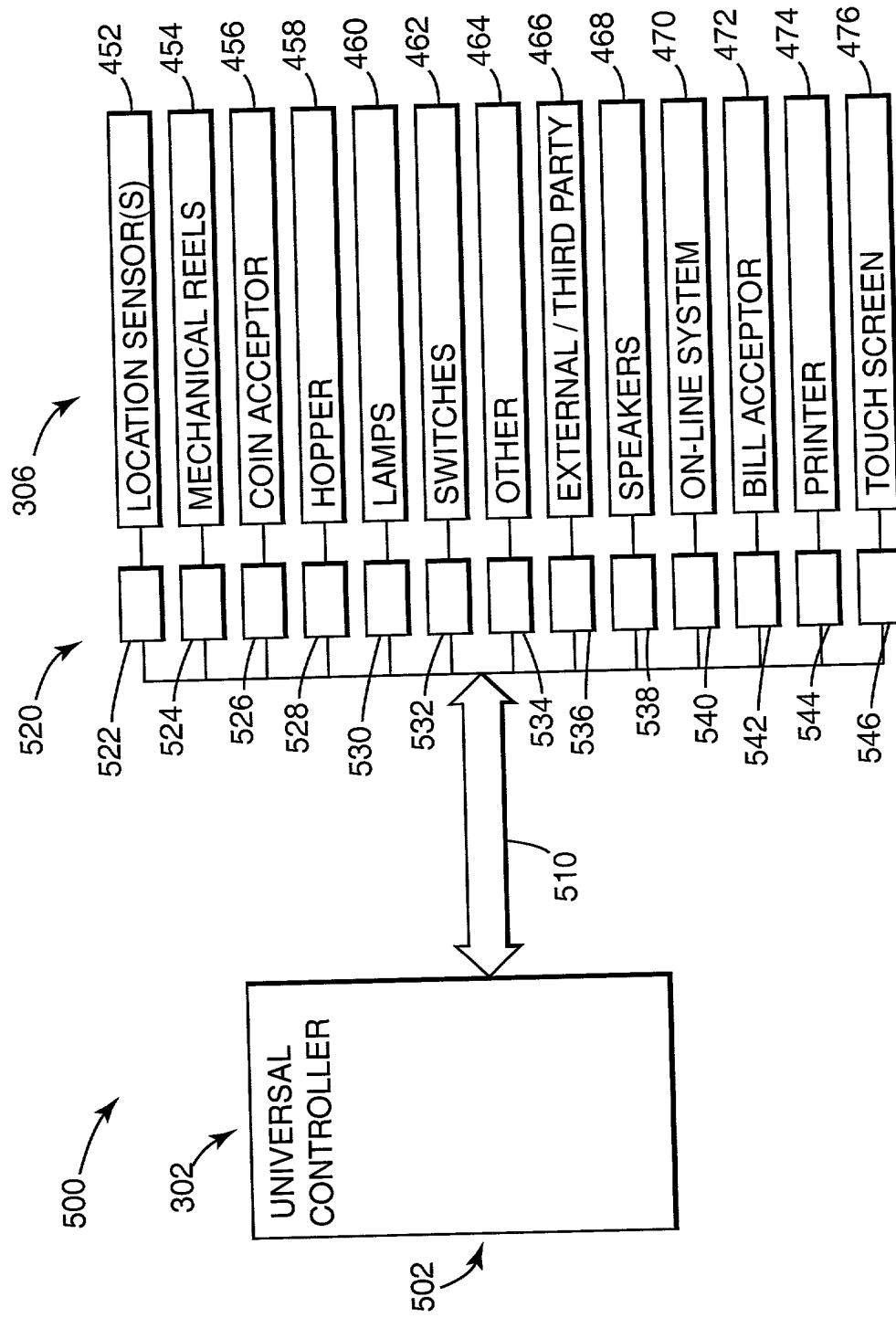


Fig. 12